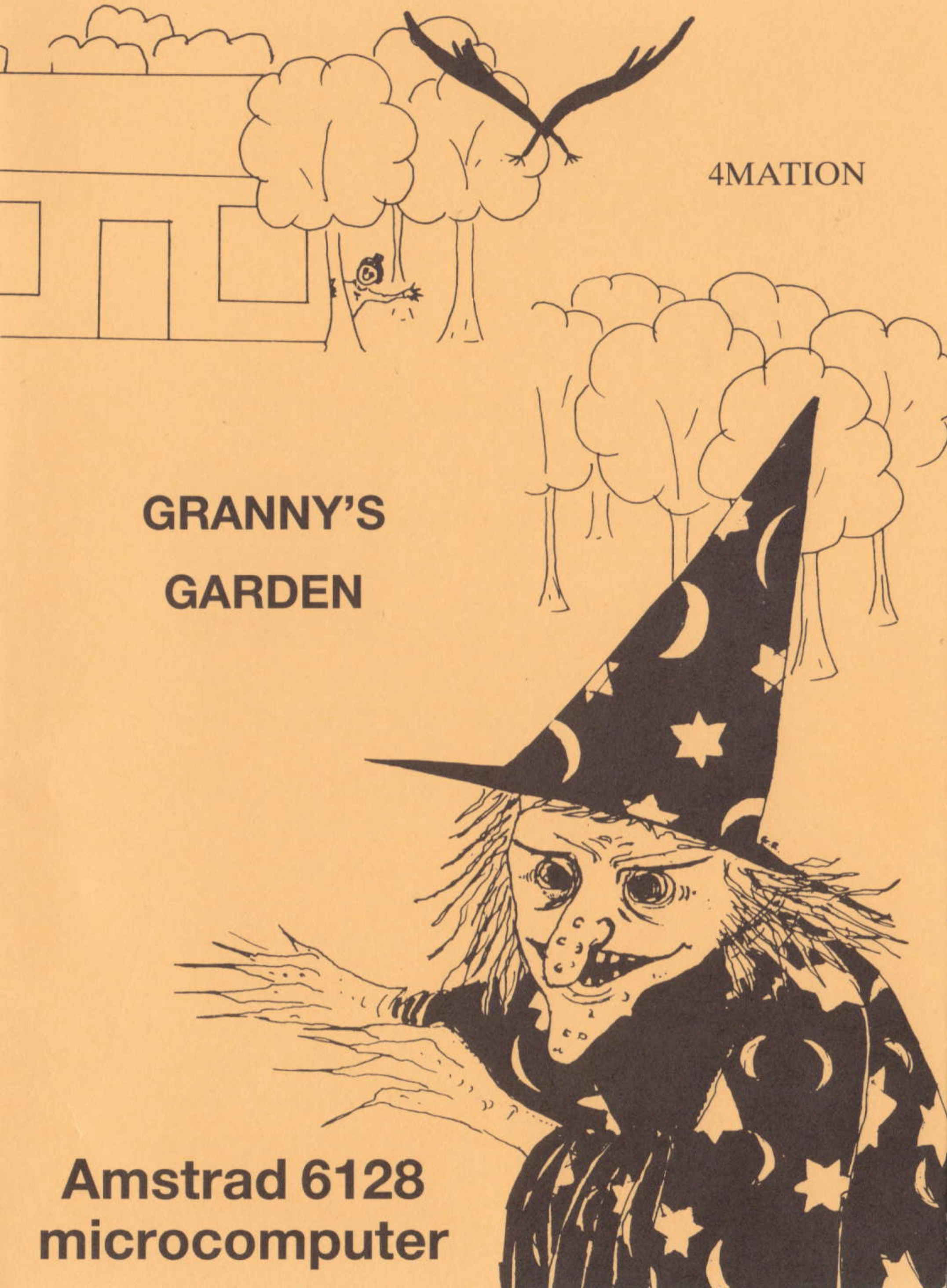
4MATION

GRANNY'S GARDEN



Amstrad 6128 microcomputer

Satchel Software

First Published in 1987

Program:
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Manual:
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GRANNY'S GARDEN

for the Amstrad microcomputer

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Granny's Garden

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Granny's Garden is a structured adventure game written for lower and middle primary school children. This package is a Amstrad 6128 version of the popular BBC program of the same name.

Introduction

Granny's Garden is a structured adventure game written for lower and middle primary school children. However it could also serve as an introduction to adventure games for older children. The package is not designed to teach children anything but to provide a gateway to another world, a world in which children would be stimulated and motivated to ask questions, find answers, discuss issues, keep records and use their imaginations to make that world their own world.

The software was designed as a starting point for many other activities in a variety of curriculum areas, indeed hopefully the best things that are done will be done not at the keyboard, but away from the computer altogether.

On its own Granny's Garden can do little. The most important element in the whole package is absent - you must provide that yourself. If you can become a visitor to the Kingdom of the Mountains, explore the wood cutter's cottage, brave the dangers of the Giant's garden, tame baby dragons and explore the Land of Mystery, there is every chance that your children will follow you.

The original version of Granny's Garden was produced by Mike Matson from 4MATION Educational Resources for the BBC microcomputer and this version is produced under a license agreement with that company.

In the introduction to 'Dragon World', another 4MATION product, Mike wrote:

'When I started writing computer-based adventures in 1983 I was only partially aware that I was consolidating a number of vague ideas I had concerning primary education. Ever since my first days in the classroom fourteen years earlier I had felt that there must be a better way of preparing children for adulthood.

I could not accept that a child's learning tables and spelling for the Monday morning tests, staying in at playtime to re-write a story legibly, turning to page 37 to read a comprehension passage or copying notes about the Tudors from the blackboard was either an efficient or an enjoyable way of 'learning'.

Furthermore I was not convinced that what was supposed to be learned was even useful. But I kept quiet because I wanted to remain in the education business, I had doubts about my own gut feelings, well qualified experts obviously knew better than I did and, I must confess, this style of teaching didn't require too much effort other than the ability to stay awake to put the ticks and crosses in the right places.

Occasionally I went berserk and, observed from beneath raised eyebrows, allowed children to create their own worlds to the accompaniment of Genesis, Tangerine Dream, Yes and Jethro Tull. 'Matson's at it again,' the eyebrows said.

I couldn't help noting that when children were totally committed to perfecting their roles in a dance-drama production their enthusiasm was such that they actually wanted to work in other areas. As long as they didn't feel that they were being conned or patronised they were quite willing to undertake educational tasks related to the drama project.'

Granny's Garden

Children's literature is full of 'gateways to other worlds' - wardrobes, magic trees, telephone boxes, chairs and ....granny's garden! At the bottom of the garden is a huge grove of trees, one of which has magical powers!

Whenever her grandchildren and their friends come to stay, Granny wonders why they spend so much time out in the garden.

The garden was once full of neat flower beds, vegetable patches, pathways bordered with shells and guarded by petrified gnomes. But since granny's operation the flowers have gone, the weeds have come, the shells are broken and the gnomes look old and sad. But the children find the garden as exciting as ever - as soon as they have had their meal they are outside (after helping Gran with the dishes of course!) and they are gone for hours. Granny can never seem to find them no matter how hard she looks!

They seem to just disappear, then miraculously, just as lunch is ready, they burst into the house chattering

excitedly about witches, dragons, magic ravens and other such nonsense. "Dear, dear, dear!" she always says, "What adventures you do have in my garden!".

The action takes place, not in Granny's Garden itself but in the Kingdom of the Mountains, a magical land to which the adventurer gains entry via a magic tree. The King and Queen of the Mountains have been imprisoned by the wicked witch and their six children have been hidden in four strange locations. The task is to find the missing children.

The adventurers travel first to the Woodcutter's Cottage which is entered after finding a word hidden on the wall of the cottage. Inside the cottage are four locations to be visited: the kitchen, the backroom, the cupboards and the stairs. However, be careful because the witch has set some traps for the unwary! The cottage is explored until one of the missing children is found and a password is given that will allow the adventurer to move on to the next section of the adventure - the Giant's garden.

In the Giant's Garden there are five obstacles to be overcome, and there are five creatures ready to help - provided the right one is asked at the right time. Once these have been solved, the second child is located and the second password is given. This allows the adventurer to travel to the City of Dragons.

In the City of Dragons, four baby dragons have to be tempted out of their cave, one at a time, by offering them their favourite food - not an easy task! This will allow the rescue of two more of the children, and provide the

password to the final part of the adventure - the Land of Mystery.

The Land of Mystery is, as its name suggests, populated with unusual creatures and of course the wicked witch is ever ready to send the careless adventurer home to start again! Adventurers have to work their way around a map, overcoming the puzzles and avoiding the witch to enable the last two children to be found.

Kingdom of the Mountains

This section is provided to give an overview for those who want to move through the program quickly. The solutions provided are not the only ones nor the optimum ones in many cases.

It is not intended to be a solution sheet to be handed out to students - that would destroy the program and its usefulness. However teachers should be aware of those times when a useful (if somewhat veiled) hint can mean the difference between frustration and fulfillment.

To begin, place the disk in the drive and type:

RUN "DISC and press **RETURN**.

Teachers should also note the following:

The game can be restarted at anytime by pressing the '**ESC**' key twice.

A screen can be printed (slowly!) in one of two sizes whenever the user is prompted to press the spacebar. A small picture will be obtained if the '**COPY**' key is pressed and a large picture if the '**CONTROL**' key is held down while pressing '**COPY**'. To abort the printout press the **f9** key.

OPENING SCREEN

The magic tree can be fixed in position **A1** if **T** is typed and then **RETURN** is pressed, in response to the 'Ready to start' prompt (you will hear a 'beep' to indicate that the correct key has been pressed). If this option is not selected the computer will choose a random position for the magic tree. When the user is ready to begin, they should type **Y** or **Yes**, and press **RETURN**.

The sound can be turned on and off through the program whenever the user is asked to press the spacebar. Typing 'S' will turn on the sound, and typing '**Q**' (for quiet!) will turn the sound off. When the magic tree is located by giving the correct coordinates (letter then number!), the adventurer is taken to The Kingdom of the Mountains.

KINGDOM OF THE MOUNTAINS

The first time through, the adventurer will not have a password - these are discovered as the children are rescued. The passwords are the 'keys' to the other parts of the adventure. The magic raven will transport the adventurer to the first location in the Kingdom - the woodcutter's cottage.

THE WOODCUTTER'S HOUSE

The secret word on the wall is **LOG**.

The apple need not be taken, but if it is not, then there is one room inside the cottage that will not be able to be entered in safety. However this will not prevent the rescue of the imprisoned child.

Once in the hallway, the adventurer can take a stick. Again, this is optional, but be warned - the stick must not be used for anything.

There are now four places inside the cottage that can be visited - some necessary, some optional (well we aren't going to give you all the answers!). To choose, it is only necessary to type the first three letters of the room.

In the kitchen, looking in the pot will put you in a spot (of bother).

In the backroom, the box contains some interesting information.

The stairs will cause some trouble if you did not take the apple (doesn't it give you the pip!) or if you use the stick. But the clue at the top should sweep away any doubts.

The cupboard will rate a second look if you want to succeed, but make sure you choose the correct broom!

You will now have rescued one child, and have the key to the next stage of the adventure - **SNOW**.

THE GIANT'S GARDEN

Once you have communed with the talking toadstool, you will have to find your way through the garden, with the aid of some animal friends. The obstacles and appropriate 'friends' are: Pond - butterfly; Small wood - snail; Flower bed - worm; Dog - bee; Tall tree - spider.

You will now find the second child, and have the next password - **SKY** (nothing to do with herbing through the flowers!).

THE CITY OF DRAGONS

Here you will meet Ah-Choo, a gentleman not to be sneezed at, who you will discover is allergic to everything. You will immediately find the third child (the third child is always a surprise), and then move on to the cave of the baby dragons.

The dragons have to be enticed out of the cave, one at a time, by offering food to them. If only one dragon is out,

they can be ringed with a magic collar and tamed. There are a number of sequences that will work, but here is one: **B**uns, **L**ollies, **O**ranges and finally **C**hips (and you wondered why dragons breathed fire!).

The fourth child is now safe, and the next password, **RIVER**, is given.

This is probably the location that will cause children the most trouble - so teachers may have to devise strategies to allow groups to share information, or maybe work as a whole class for this part of the game.

THE LAND OF MYSTERY

This section of the game is much more like a normal adventure game (if there is any such thing!) with a map showing five locations that have to be visited in sequence to allow the rescue of the remaining two children. Again, there are a number of possible solutions as well as the one offered here.

Adventurers move around the map by typing in the name of the location or just its first three letters.

Visit the cottage first, and take the key with you.

Go to the forest, but ignore the request to put out the fire (you will light upon the reason for this later).

Return to the cottage, and this time go inside and take the cake from the witch (the one time you won't suffer from meeting her).

Now go to the hill and let the giant try to eat you. Pick up the stone while you are there - see, offering to share always was the charitable thing to do!

Move back to the cottage, then the forest, again ignoring the pleas to put out the fire. Move on to the lake, but say 'No' to all the questions (don't let this dampen your spirits!). Finally go to the castle and if you are positive from now on, you will find the fifth child.

Return to the lake and fill your bucket, then go to the forest and put out the fire and you will find the sixth and last child - well done!!

Now you can start thinking about using the program in your classroom.



Classroom Activities

This is not intended to be an exhaustive list of absolutely everything that can or should be done with this program in the classroom. It is a collection of ideas and resources, some of which you may reject, some you may alter, some may suggest entirely new activities and some you may even use!

Some come from the original BBC version of Granny's Garden and others were provided by Bev Olive from Gawler East Primary School.

Art/Craft

1. Silhouettes.

2. Painting a picture of 'My favourite adventure in Granny's Garden'.

3. Torn paper mosaics of the witch and other characters from the adventure.

4. Make snails from curled paper.

5. Use crumpled paper to make worm mobiles.

6. Make pompoms from wool on a cardboard former.

7. Make a large woodcutters house and put 'magic' words on the walls. The house could be used as a quiet corner for reading, activities and talking.

8. Design signs that could be erected to warn other adventures of the dangers that they might encounter.

9. Draw large maps of the Kingdom of the Mountains, showing the location of all of the scenes from the adventure.

10. Children could cut silhouettes of themselves and stick them on the window. They could cut leaf shapes from coloured paper, decorate them with veins and attach them to string or wool and hang them on the window to 'hide' the silhouettes.

11. Children could trace around their hands, cut out the shape, put their name on it and hang it on a large cut out of a Pompom tree.

Science/Health

1. Set up a pot plant garden - discuss things needed to make the plants grow.

2. Discuss the 'healthiness' of the Baby Dragon foods.

3. List and make mobiles of healthy foods.

4. Use Ah-choo to talk about allergies.

5. The Giant's Garden module refers to a number of animals, this could be used as a starting point to investigate the differences between the animals mentioned.

6. The forest location in The Land of Mystery mentions forest fires and litter. This may provide a jumping off point for environmental issues.

Mathematics

1. Coordinates.

2. Following instructions to make patterns using colours.

3. Using grids, experiment with square patterns.

4. Order of numbers.

5. Blue raven square picture.

6. Plotting the adventure map using coordinates.

Language

1. Read the book "Granny's Garden" by S. Harrison and H. Wilks and compare the two gardens.

2. Read and write stories and poems about witches, dragons, giants and/or grannies.

3. The witch in the adventure is a 'bad' witch, what would a 'good' witch do to help the children (cf. The Wizard of Oz).

4. Use storyline sheets to discuss the passwords.

5. Write stories describing life in the Kingdom of the Mountains before and after the witch came.

6. Make a large book about witches, dragons, giants and/or grannies.

7. Look at families of words - "itch" words, "wh" words and build word mobiles.

8. Tongue twisters - "How much wood would a Woodcutter cut...".

9. Children could write letters to the rescued children (and send them to someone using (electronic?!) mail).

10. Make up games involving finding hidden children.

11. Write a travellers guide to The Kingdom of the Mountains.

12. The music for the Kingdom of the Mountains is in fact the opening bars of a piece of well known classical music - 'In the Hall of the Mountain King' from Grieg's 'Peer Gynt". Enterprising teachers may be able to use this as a starting point to explore some other classics - 'The Sorcerers Apprentice' and 'Peter and the Wolf', for example.



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